



Fish For Three

Learning Standards:

- 6.A Demonstrate knowledge and use of numbers and their representations in a broad range of theoretical and practical settings.
- 6.B Investigate, represent and solve problems using number facts, operations (addition, subtraction, multiplication and division) and their properties, algorithms, and relationships.
- 6.C Compute and estimate using mental mathematics, paper-and-pencil methods, calculators and computers.
- 8.C Solve problems using systems of numbers and their properties.

Student Objectives:

Sing and identify the numbers one to ten

Procedures:

1. Cut out small fish from tagboard, Write the numbers 1 through 10 on both sides of each fish. Make sure that there are more numbers 6-10 than 0-5. Place the fish on several tables.
2. Show children how to make fishing rods by tying a magnet to one end of a string and tying the other end to a ruler. Arrange children into small groups, give each groups a fishing rod and counters, and have students play the game.
3. "FISH FOR THREE:" Attach a paper clip to each fish.
4. Take turns catching a fish using the fishing rod.
5. When you catch a fish, read the number on the fish out loud and show that many counters.
6. If the child is correct then they keep the fish. The child with the most fish at the end of the game wins.

Link to activity